WHAT IS CLAIMED IS:

1. A story branching control method for a video game whose content of the story is branched in accordance with a

5 player's instruction, comprising the steps of:

providing a branching point on a way of a flow of the story;

receiving a search instructing input;

searching for the branching point for a predetermined

10 period of time from the search instructing input;

comparing the branching point with the point of the search instructing input; and

determining a branch destination in accordance with the result of the comparing.

15

2. The story branching control method according to claim 1, further comprising the step of:

setting a predetermined variant value for use in a determination of the branch destination in accordance with

20 the result of the comparing.

3. The story branching control method according to claim 2, further comprising the steps of:

counting the number of the comparing; and

25 setting a value of the counting as the predetermined variant value.

4. The story branching control method according to claim 2, further comprising the step of:

determining the branch destination in accordance with the predetermined variant value.

5. The story branching control method according to claim 4, further comprising the step of:

determining the branch destination in accordance with the variant value set by an initial value of a predetermined variant or by the result of the comparing, when the branching point to have been reached is detected by the flow of story within a period excluding the predetermined period of time.

6. The story branching control method according to claim 1, further comprising the step of:

setting a predetermined flag in accordance with the result of the comparing.

7. The story branching control method according to claim 6, further comprising the step of:

determining the branch destination in accordance with the predetermined flag.

8. The story branching control method according to claim

1, further comprising the step of:

generating a predetermined search notification

signal for notifying the search being made, simply within

the predetermined period of time from the search

5 instructing input.

9. The story branching control method according to claim

1, further comprising the step of:

generating, when the branching point to have been

10 passed is detected by the flow of information within a

period excluding the predetermined period of time, a

predetermined pass notification signal for notifying the

branching point to have been passed.

15 10. The story branching control method according to claim

9, further comprising the step of:

generating the predetermined pass notification

signal, simply when the branching point to have been passed

is a predetermined one of whole branching points set on

20 the way of the flow of story.

11. A story branching control method for a video game whose

content of the story is branched in accordance with a

player's instruction, comprising the steps of:

25 providing a branching point in a flow of story; and

determining a branch destination in accordance with

a predetermined variant value, when having reached the branching point by the flow of story.

12. A notification signal generating method for a video game whose content of the story is branched in accordance with a player's instruction, comprising the steps of:

providing a branching point in a flow of story; and

generating, when having passed the branching point by the flow of story, a predetermined pass notification signal notifying the branching point to have been passed.

13. The notification signal generating method according to claim 12, further comprising the step of:

generating the predetermined pass notification signal, simply when the branching point to have been passed is a predetermined one of whole branching points set on a way of the flow of story.

14. A program executing apparatus for executing processing program whose content of the story is branched in accordance with a player's instruction, comprising:

search instructing input detecting means for detecting an input of an search instructing input by a user;

searching means for searching for a branching point provided on a way of a flow of story, for a predetermined period of time from the search instructing input;

51

comparing means for comparing the branching point
with the point of the search instructing input; and

branch destination determining means for determining
a branch destination in accordance with the result of the

5   comparing.

15. A recording medium having recorded therein a
processing program whose content of the story is branched
in accordance with a player's instruction, the video

10 program comprising and making a computer execute the steps
of:

detecting an input of an search instructing input by
a user;

searching for a branching point provided on a way of

15 a flow of story, for a predetermined period of time from
the search instructing input;

comparing the branching point with the point of the
search instructing input; and

determining a branch destination in accordance with

20 the result of the comparing.

16. A processing program whose content of the story is
branched in accordance with a player's instruction,
comprising and making a computer execute the steps of:

25   detecting an input of a search instructing input by
a user;

searching for a branching point provided on a way of
a flow of story, for a predetermined period of time from
the search instructing input;

comparing the branching point with the point of the
5   search instructing input; and

determining a branch destination in accordance with
the result of the comparing.